PET VET KEYCHAIN

SPECIFICATIONS AND COLORS OF CONTENTS MAY VARY FROM ILLUSTRATION.
SPECIFICATIONS ARE SUBJECT TO CHANGE WITHOUT NOTICE.

REAL TIME CLOCK:
To set the real time clock first reset the game by pressing the reset button on the back of the game unit.
This should be done by using a small, blunt instrument such as a paper clip.

- Press the D key to enter real time mode.
- Press A key for 1.5 seconds to enter setting mode.
- Press B key to advance hour digits.
- Press C key to advance minutes digits.
- Press A key again to confirm setting.
- Press D key to enter back into game mode.

KEY FUNCTIONS:
BUTTON A : Enter/confirm
BUTTON B : Move cursor left/Move forward
BUTTON C : Move cursor right/Move backward
BUTTON D : Exit/Mode/Return to real time clock

GAME PLAY:
This game simulates the real life situations of having a pet.
You should take care of your pet as if it were a real live animal.
If you care for your pet properly it will grow up and become one of your best friends.

HOW TO START THE GAME:
Press the reset on the back of the unit.
You will hear a short tone and a curtain will appear.
After a few seconds a beating heart will appear in the center of the screen.
In a few minutes you will hear an alarm and your pet will come to life and begin to walk around on the screen.

FEED and GIVE WATER TO YOUR PET:
All pets need to be fed every day so that they can grow up to be a big, strong animal.
Press the B or C button to move the cursor to the feeding icon.
Press the A button to confirm.
Then use the B or C button to select the type of food.
Press the A button to feed your pet.
Press the [illegible] exit feeding.
The food and water will gradually disappear from the container as your pet eats.
Do not worry about giving your pet too much to eat. When it is full it will shake its' head and refuse to eat.

TURNING THE LIGHT ON AND OFF:
Turn off the light while your pet is sleeping. Turn on the light when your pet wakes up.
Press the B or C button to select the light icon.
Press the A button to confirm.
Then use the B or C button to turn the light ON or OFF.
Press the A button to confirm.
Press the D button to exit.

PLAYING WITH YOUR PET:
Playing with your pet is very important. Play time makes your pet happy and healthy!
There are two play patterns: (1) playing with a ball.
(2) shaking hands.
Press the B or C button to select the play icon.
Press the A button to confirm.
Then use the B or C button to select GAME 1 or GAME 2.
Press the A button to confirm.

GAME 1: Shake your pets' hand.
Press the B button to shake with your left hand and C to shake with your right hand.
If your pet shakes with the same hand as you, your pet will smile. ( )
If your pet shakes with a different hand than you, your pet will frown. ( )

GAME 2: Play catch with the ball.
A ball will fall down on either the right or the left.
If the ball falls to the left press the B button to let your pet run to the left to catch the ball.
If the ball falls to the right press the C button.
You have 20 seconds for your pet to get the ball.
If it catches the ball before time runs out the pet will smile.
If it does not catch the ball before time runs out the pet will frown.

GIVING YOUR PET MEDICINE:
If you do not feed and play with your pet it will get sick. When and if your pet gets sick, the sick indicator will appear
in the upper corner of the display.
Select the medicine icon using the B and C buttons.
Press the A button to give your pet his medicine.
Your pet will get better with the first dose of medicine but you must give your pet another dose of medicine
after two hours for it to get completely well.
Please take care of your pet and do not let it get sick.

CLEANING UP AFTER YOUR PET:
Whenever you see that your pet had an accident ( ) or there are paw prints ( ) on the screen you should clean up after your pet.
To clean up your pet "accident" select the scooper icon ( )
using the B and C buttons.
Press the A button to scoop up the accident.
To wash your pet so it does not make any more foot prints, select the bath icon ( ) using the B and C buttons.
Press the A button to wash your pet.

TEACH YOUR PET TO BEHAVE:
Sometimes because they are very young and do not know better, pets will misbehave.
It is important to teach and train them how to behave.
If your pet does not behave ( ) a bad pet indicator will appear on the display.
If this happens you should punish your pet.
Using the B and C keys to select the punish icon and press the A button to punish.

HEALTH CHART:
Select the Health Care Chart icon to examine your pets health using the B and C icon.
Press A to confirm.
It will show:
- Age and weight
- Behavior
- Hunger
- Happiness

In sequence

HAPPY

UNHAPPY

Press the C icon after each screen to see the next chart for your pet.
Press the D icon to exit this mode.

IF YOU CONSTANTLY FAIL TO CARE FOR YOUR PET, IT WILL LEAVE HOME.
SHOULD THIS HAPPEN, YOU WILL SEE THE FOLLOWING SCREEN AND YOUR PET WILL LEAVE.

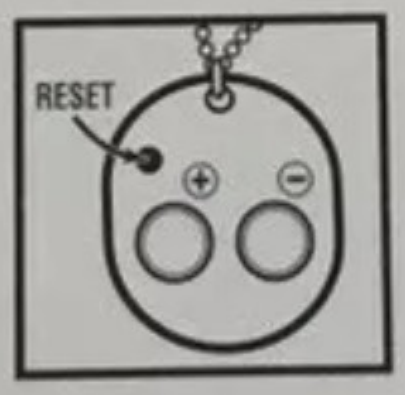
BYE-BYE

THE GAME IS OVER AND YOU MUST PRESS THE RESET BUTTON ON THE BACK OF THE UNIT TO BEGIN A NEW GAME.

HINTS: ?!
If you forget to do something or do something wrong the Hint indicator will appear on the bottom of the display.
Select the Hint indicator to find out what you should do in order to keep your pet healthy and happy.

REMOVE PVC STRIP TO START THE GAME

Unfasten screw by screwdriver for changing batteries



CAUTION: BATTERY MAY BE HARMFUL IF SWALLOWED

PLEASE RETAIN THIS INFORMATION FOR FURTHER REFERENCE.

RATING : 3V ⎓ DC
BATTERY : 2XAG13/LR44
- DO NOT USE RECHARGEABLE BATTERY.
- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD (CARBON-ZINC) OR RECHARGEABLE (NICKEL-CADMIUM) BATTERIES.

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NO.9018

MADE IN CHINA

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